

### MARKED AGENDA

# City of Scottsdale AUDIT COMMITTEE

**Regular Meeting** 

#### NOTICE and AGENDA

1:30 p.m., Monday, November 13, 2006
City Hall Kiva Conference Room
3939 N Drinkwater Blvd, Scottsdale, AZ 85251

CALL TO ORDER - 1:27 p.m.

**ROLL CALL** 

Members Present: Committee Member Ecton, Committee Member Lane, Committee Member McCullagh

MINUTES - Approval of October 23, 2006, Committee Meeting Minutes

Approved Minutes 3-0; Motion by Committee Member Ecton, 2<sup>nd</sup> by Committee Member McCullagh

#### **GENERAL BUSINESS**

Agenda Item 1 Presentation and discussion of the Comprehensive Annual Financial Report and related documents prepared by the City's external auditor for the period ending June 30, 2006

Agenda Item 2 Discuss Status of Current Projects

- a. Controls Over Tracking Code Enforcement Citations and the Maintenance of the City Abatement Fund
- b. Cab Connection Program
- c. Travel Expenditures
- d. Use of the City Procurement Card
- e. Cash Handling Audits
- f. WestWorld Financial Audit

Agenda Item 3 Discuss Development of 2007 Audit Plan

#### **PUBLIC COMMENTS - None**

Citizens may address the members of the Audit Committee during Public Comment. This "Public Comment" time is reserved for citizen comments regarding <u>non-agendized</u> items. However, Arizona State law prohibits the Audit Committee from discussing or taking action on an item that is not on the prepared agenda.

#### **COMMITTEE COMMENTS - None**

## ADJOURNMENT - 2:20 p.m.

City Council members who are not also members of the Audit Committee may elect to attend this meeting for their own information. These City Council members will not take any legal action, nor will they participate in any deliberations or discussions with respect to such action, at this meeting.



Persons with a disability may request a reasonable accommodation by contacting the City Clerk's Office at (480) 312-2412. Requests should be made twenty-four hours in advance or as early as possible to allow time to arrange accommodation.